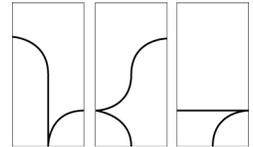
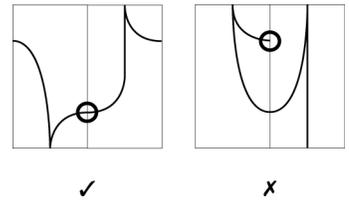


rules for **cardography**

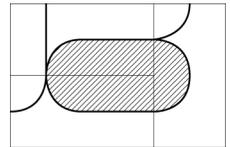
Deal each player 10 cards. Have each player draw a path on each of their cards. The path must connect three of the markers around the edge of the card. The paths may be intricate, decorated, or austere.



Pile all of your cards face down. Take turns adding cards to the composition, drawing from the top of your pile. You must always continue a path, and not cut off paths by connecting them to cards which do not continue them.



When you place a card which encloses a shape, score a point for each of the cards which the outline of the shape traverses. At the end of the game, whoever has the most points wins.



Those are my rules. Feel free to change them, or invent your own!